



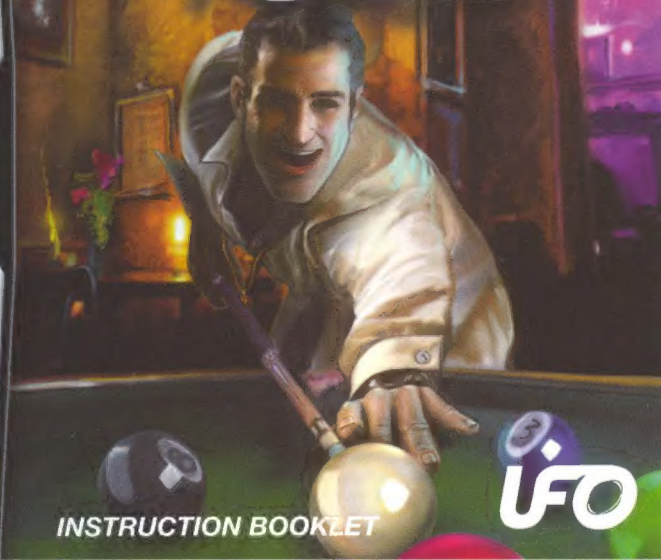
UFO

UFO Interactive
PO BOX 890
Pomona, CA 91769
www.ufointeractivegames.com
PRINTED IN USA

EmuMovies

NINTENDO DS™

UNDERGROUND POOL



INSTRUCTION BOOKLET

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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.



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DEVELOPED BY:
FRONTLINE STUDIOS



EXECUTIVE PRODUCER:
MARCIN MICHEL

PROGRAMMING:
**PAWEŁ JACKOWSKI
RAFAL KOFFER
MARCIN WIECZOREK**

GRAPHICS:
**MARIUSZ JAROSZ
ANDRZEJ KRAJEWSKI**

MUSIC AND SFX:
PIOTR PACYNA

QA SUPERVISOR:
REMIGIUSZ KOŚCIELNY

PROJECT MANAGEMENT:
KRZYSZTOF MALIŃSKI

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Insert the Underground Pool Game Card into the Nintendo DS system and turn the power ON.

Nintendo DS Controls

Top Screen



Bottom Screen (Touch Screen)

NINTENDO DS CONTROLS

Power	Power ON/OFF
+CONTROL PAD	Left or Right on the +Control Pad: Move cue on horizontal axis Up or Down on the +Control Pad: Move cue on vertical axis
B BUTTON	Return to previous screen
A BUTTON	Hit the shot / Accept
Y BUTTON	Decrease power of shot
X BUTTON	Increase power of shot
START	Start game
SELECT	Open the pause menu
R BUTTON	Hint
L BUTTON	Toggle camera view

From the Main Menu make a selection from the following selections:

SINGLE MATCH:

In this mode you can choose from one of the unlocked clubs and play an 8 Ball or 9 Ball game.

TIP: To unlock additional clubs you need to win the challenge at the club at least once during the Challenge Mode.

CHALLENGE:

The ultimate tournament in the city, where you compete against opponents from different clubs playing in different game modes.

MULTIPLAYER:

In the multiplayer mode, you can play with up to 4 players against each other. (Pg.14)

HELP:

Select HELP to view information about the game. In HELP, you can read about game rules and controller functions. Press the B Button to return to the Main Menu.

HIGH SCORES:

Select HIGH SCORES to view top scores collected. Press the B Button to return to the Main Menu.

ABOUT:

Choose ABOUT to view credits. Press the B Button to return to the Main Menu.

**SINGLE MATCH**

After selecting the Single Match option from Main Menu, you will need to go through the following steps before you start playing:

1. Select the character you want to play. By pressing Left or Right on the +Control Pad you can change your character from those available inside the club.
2. Enter your nickname using the keyboard on the Touch Screen, or by using the Up and Down on the +Control Pad to change characters and the Left or Right Buttons on the +Control Pad to select the space. Press the A Button or click the ENTER button on the keyboard to accept and continue.
3. Select which game mode you want to play: 8 Ball or 9 Ball.
4. Choose whether you want to play against a computer opponent or a human opponent. In the event a human opponent is selected, the 2nd player will have to go back and repeat steps 1 and 2.
5. Select the club where you want to play. You can select the location on the map from the unlocked clubs.

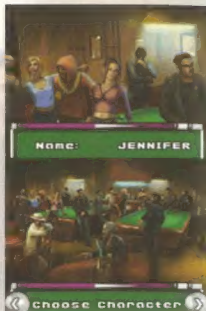


After selecting the Challenge option from the Main Menu – you will need to go through the following steps before you start playing in the tournament:

1. Select the character you want to play. By pressing Left or Right on the +Control Pad you can change your character from those available inside the club.

2. Enter your nickname using the keyboard on the Touch Screen, or by using the Up and Down on the +Control Pad to change characters and the Left or Right Buttons on the +Control Pad to select the space. Press the A Button or click the ENTER button on the keyboard to accept and continue.

3. You can choose to play a saved game at this point (it is available when the RESUME option is on the Main Menu). If you do not wish to play a saved game, select the game mode you want to play: 8 ball, 9 ball or Mix.



4) Select the club where you want to play. You can select the location on the map from the unlocked clubs. There will be 4 different stages to pass through:



Stage 1:

1. John's Club
2. Grey Mask

Stage 2:

3. Devil's Hideout
4. Red Buffalo

Stage 3:

5. The Tino Twister
6. LaBoratory
7. Equinox

Stage 4 - Final:

8. Underground Pool

The 1st stage is available from the very beginning of the game. Stage 2 tables will be unlocked after the tournaments from the 1st stage are completed and won. Stage 3 tables will be unlocked after tournaments from the 2nd stage are completed and won. The Stage 4 table will be unlocked after all tournaments from the 3rd stage are completed and won.

In each round (club), you will compete against 8 to 12 opponents. In the final stage you will play against 16 opponents.



On the Top Screen you will be able to view the Club's information including:

1. Entry fee
2. Prize money
3. Opening and closing time

On the Touch Screen you will be able to view the club name and the following icons:

RED CIRCLE: The club is unlocked but not won.

GREEN CIRCLE: The club is unlocked and won.

PADLOCK: The club is locked.

GREEN MAN: Your current position. Press Left or Right on the +Control Pad to change clubs. Press the A Button to select or press the B Button to return to the previous menu.



4. The Tournament Board:

You can view all competitors in this tournament on both the Top Screen and Touch Screen. After each round the board is updated. Winners advance to the next round while the losers are marked as faded icons with their names crossed out. You can scroll through the results by using the +Control Pad or by using the Touch Screen. Press the A Button to continue or press the B Button to return to the previous menu. Press X to focus the scoreboard on your player.



PLAYING THE GAME

The Top Screen is used only for the visualization of the game action – it is a 3D view that you can adjust using the L Button.

Use the Touch Screen to control your shot.

1. Cue position and shot strength

The vertical position of the cue is controlled by using the slider on the left side of the Touch Screen. You can also adjust the cue to the desired position by using Up and Down on the +Control Pad.



The horizontal position of the cue is controlled by the slider placed on the left side of the Control Panel. This can be controlled using the Touch Screen, or by using Left and Right on the +Control Pad.

The strength of your shot is controlled by a cue placed on the right side of the Touch Screen or by using the X Button (increases power) and the Y Button (decreases power).



You can also control the the "english", follow or draw of the cue ball. This can be adjusted on the cue ball icon on lower left portion of the Touch Screen. The current adjustments and the trajectory of the Cue ball after the hit is represented on the table as an animated stripe.

After you have adjusted your shot settings to your satisfaction, you can hit the ball by pressing the A Button or by pressing the hit icon on the bottom right of the Touch Screen.

2) Placing the Cue ball

When a foul is called you will need to place your Cue ball on the table. You can position the ball by using the +Control Pad or by using the Touch Screen.



3) Blue chalk

Before each hit you can use the blue chalk icon on the Touch Screen. The number of times you can use it is limited. The amount left is displayed directly on the icon.



4) Hint

By pushing the R Button or selecting the Hint icon (lightbulb) on the Touch Screen, all the balls you need to hit will become highlighted on the table.



5) Camera Screen

You can select this option from the Touch Screen. This will allow you to adjust the camera on the Upper Screen to suit the angle or viewpoint you like the best.

Available Viewpoints:

1. Static from the table (each pocket and center):

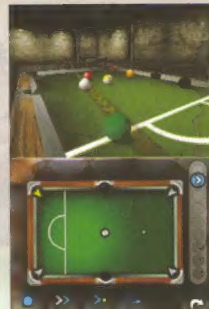
After you have placed the cue ball on the table, you can then choose the pocket from which you wish to view the shot. You can choose a viewpoint from the center of the table.

2. **Static:** Same as the first view, but targeted on the cue ball.

3. **Dynamic:** View from the pocket where the cue ball is closest to.

4. **Cue Ball:** Perspective from the cue ball.

You can also zoom in and zoom out by using the slider on the right side of the Touch Screen. (Note: this option is not available in the Cue Ball view). Press the B Button or touch the arrow icon on the bottom right of the Touch Screen to return to the gameplay screen.



How to Play:

By using wireless communications up to 4 players can play simultaneously.

Menu Select:

Please choose from the following options.

Host Game: Each player will need his or her own Game Card. A new room will be created for wireless play.

Join Game: Select a room for wireless play.

Entering a Room: When a player selects "Join Game," the Nintendo DS will search for available rooms via wireless communications. A list will be displayed, and the player must select a room to enter.

**Establishing the DS Wireless Link (DS Wireless Play)****What you will need:**

- Nintendo DS Systems ----- One for each player
- Underground Pool Game Cards ----- One for each player

Steps:

1. Make sure that all DS systems are turned off, then insert a Underground Pool Game Card into each system.
2. Turn on the power of all the systems. The DS menu screen will appear.
3. Touch the "Underground Pool DS" panel.
4. See page 14 for details on how to start a multiplayer game.



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